

The official publication of the Intellivision® Game Club Issue #4 Winter 1983

INTELLIVISION NEWS™

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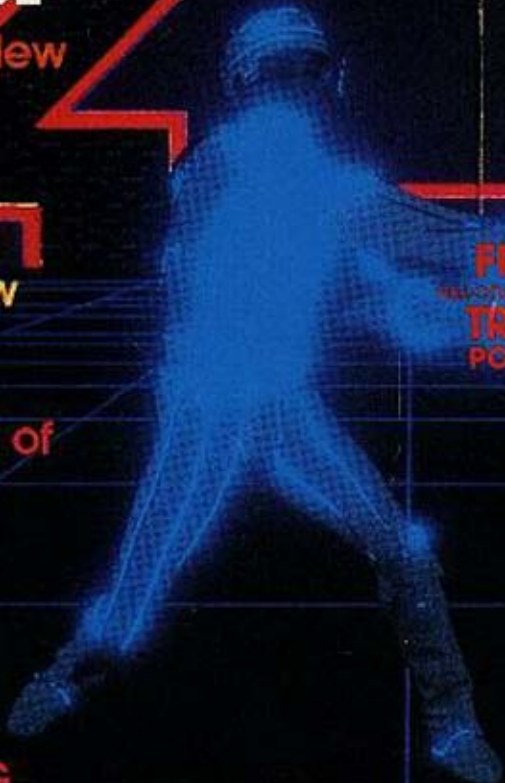
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TIPS AND MORE**



**FREE
ILLUSTRATION
TRON®
POSTER**

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NEW LOOK FOR THE NEWSLETTER

This issue of *Intellivision® News* gives you a preview of the big, bold, exciting new look to come. Future issues will not only continue to include a planned video poster, but will also bring you club activities from around the country, upcoming tournaments and winners, exciting new game cartridges, letters to the editor, playing tips, special offers, and other features. Be sure to watch for your future issue of *Intellivision® News*.



ASTROSMASH® WINNERS

15-year old Manuel Rodriguez of Stockton, Calif., was the winner in the \$40,000 *Astrosmash* Shootoff held September 11th in Houston, Tex. Rodriguez defeated 72 other contestants to win first prize of \$25,000. In one hour of timed play, he amassed a total of 835,150 points. Taking home \$12,500 for second place was Charles Najarian of Elmhurst, N.Y., whose score was 628,560. Over 13,000 letters were submitted during the five months the tournament was promoted.

TOP VIDEO CHALLENGE TEAM

Edward Mandula and his son Edward of Michigan State won the unofficial title of the nation's best powerfisted video game team. The Mandulas landed 17 other video game teams to win first place in the *Intellivision* Video Challenge National Finals in Los Angeles, Dec. 10th. In second place were Charlie and Don Meyer of Baltimore, Md. Besides their title, the Mandulas took home nearly \$5,000 in prizes. The series of Video Challenge tournaments, held nationwide in major cities, contributed \$10,000 to *Video Clubs International*, a charitable organization supporting hospitals and institutions aiding handicapped children. Although the tournament was free to entrants, *Walter Electronics*—manufacturers of *Intellivision*—donated \$1.00 for each participating team that participated.

LOCAL CHARITY BENEFITS

The local *Intellivision®* Club held a benefit the past summer to aid the Emily Arts Foundation. There were winners in seven video game competitions: *Blazing*, *Blazing*, *Auto Racing*, *Night Stalker™*, *Astrosmash®*, *Space Hawk®*, and *Space Assault®*. Let us know of similar events or other noteworthy activities by your local club. This is an excellent activity for a local *Intellivision®* Game Club.

ENTERTAINING

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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Abstract *Background:* The purpose of this study was to determine the prevalence of self-reported mental health problems among a sample of young adults in the United States. *Methods:* Data were obtained from the 2004 National Survey of Adolescent Health, a nationally representative survey of adolescents and young adults. *Results:* The prevalence of self-reported mental health problems was 12.5% among young adults. The prevalence was higher among females than males, and among those with lower income than those with higher income. *Conclusions:* The prevalence of self-reported mental health problems among young adults in the United States is 12.5%. The prevalence is higher among females than males, and among those with lower income than those with higher income.

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An Agts. Tournament is fun too. Each game commences in separate events, being scored from left to right. Sports-Agts. perform video games and from other games, as design. If you'd rather, for example, you could play a game of video games. If you'd rather, for example, you could play a game of video games. If you'd rather, for example, you could play a game of video games.

But before we can get to the bottom of the matter, we need to know what we're talking about. The word "cancer" is used to describe a group of diseases that are characterized by the uncontrolled growth of cells. This growth can be benign (non-cancerous) or malignant (cancerous). Malignant cells can invade other tissues and spread to other parts of the body. The most common types of cancer are breast, lung, prostate, and colon. The risk of developing cancer increases with age, but it can also be caused by environmental factors, such as smoking and exposure to radiation. The good news is that many types of cancer can be treated successfully if caught early. The bad news is that cancer is still a leading cause of death in the United States.





NIGHT STALKER™

Carefully count how many bullets you have left. It's always wise to kill a robot with your last shot to give you time to get a new weapon. In the beginning, shooting both is a good way to rack up points. However, after 5,000 points, remember every bot that you hit turns into a Grey Robot, but don't just concentrate on robots of higher point

levels. The bots and spiders can sneak up on you if you're not watching.

When being followed by the White Robot don't be afraid to use the bullets. Hide your head out and fire a quick shot at him and then duck inside for cover.

The only sure way to kill the Black Robot is to fire at him from point-blank range. Try ducking around a corner or come-out of the bushes, and fire off a quick shot. You have to be very close to make a direct hit.



Introducing IntelliVoice™, the voice synthesis module — which when used with special IntelliVoice-cartridges — can actually talk to you!

The all-new peripheral synthesizes human-sounding voices which become an essential part of your game play.

These are not fuzzy imitations, but crisp, clear, realistic duplications of human speech complete with expression. Male and female voices come in throughout the game to give you up-to-date status reports, instructions, directions, and announcements.

Listen carefully! The voices give you strategic tips and give odds or excited warnings depending on the game situation. They cheer you up, they encourage you on, and they keep you informed at all

times. IntelliVoice adds an important new dimension to the reality of television game play.

It's easy to use. Simply plug the IntelliVoice module into the cartridge port on your IntelliVoice master component. Then, plug an IntelliVoice cartridge into the IntelliVoice module and let the action begin. You may also plug in regular cartridges for game play without voice.

Enjoy the major innovation in video game sophistication. Your new voice is taking partner that will bring new excitement and action to video game fun.

Master Component, voice module, and voice cartridges are each sold separately.

NEW INTELLIVOICE™ CARTRIDGES



Space Sparters™

You're the commander of a spaceship exploring outer space. The only star able to defend the population against the onslaught of aliens. Suddenly, you're under attack by an invasion force from a hostile galactic code gem. But you've got tricks to survive life-and-lose missions to crash the aliens into oblivion. Your battle computer verbally warns you of the status of your impulse power, heading computer, firepower, and star losses. It's a critical battle and everything depends on you!



Bomb Squad™

Heads of intel! Begin to talk on your forehead! You join the most dangerous on earth. It's up to you to disarm a terrorist bomb before it destroys your city. You're racing furiously against time as you desperately search the bomb's circuitry using codes, clues, and a ticking clock. Listen carefully to them, the demolition expert guides you every move and tells you how much time remains before detonation. At each circuit is repaired, you're given a clue to help you decipher the code and disarm the bomb. Think us out, or you have reversed the circuit, you can go for bombs and take a guess. Guess right and you're in harm. Guess wrong and, well, how can we build a new city? The tension mounts... and mounts...



BT™ Bomber

You're in command and when bombing mission over occupied Europe, your mission is to take off in your BT flying fortress and locate the target. You're given a target to your prescribed target. As you check your gauges, strategy maps, and target centers, you're on the lookout for enemy fighters and anti-aircraft fire. You feel as if you're wearing headphones as you listen to navigation requests, tower instructions, and constant radio chatter among crew members.

Tree Solar Sailer™

The new IntelliVoice cartridge, based on the exciting movie, is described together with the other four games. Your flight ignites the full-color futuristic, soaring scene!

* Intelligraph cannot be used separately. Requires Intel-Master IntelliVoice.



UTOPIA[®] CHALLENGES YOU TO RUN YOUR OWN COUNTRY!

How would you like to be the ruler of your own island paradise? Sounds like fun, doesn't it? Well, it is. But don't get the idea it's easy.

You'll have to make sure there's enough food for your people and take care of their housing, education, health and defense needs.

You'll have to decide how to spend money to provide for your people's welfare, and there's plenty to choose from: planting more buildings, fishing fleet, hospitals, factories, schools, houses, and lots.

The computer measures your people's happiness and welfare. And if you make unwise decisions, you encounter all big trouble. Rebels could automatically appear and attack your government.

As if that wasn't enough to worry about, a single hurricane could wipe out your crops and your fishing fleet, and destroy the housing projects and factories you've built.

Utopia isn't a strategy game that overruns the action and problems of governing a country. Once or two controls the game, either cooperatively or competitively, and points are earned by improving your island's living conditions.

Colorful computer graphics keep track of the progress of your island and your opponent's island, and special sound effects highlight storms, fishing operations, and rebel attacks.

There's no time to relax in Utopia as you try to take care of your people's welfare while keeping a wary eye on storms, pirates, rebels, and your opponent.

Even though running a country is simple, you'd still want to strategize.

AN INTERVIEW WITH THE DESIGNER OF UTOPIA.

In a relatively short time, Utopia has become one of the most popular and highly-rated video

games in America and featured in a number of national magazines.

So we thought it would be interesting to interview some CIB members to have a talk with the man who designed and programmed the game. We began the interview by asking him where he got the idea for Utopia.

He said that it evolved naturally from the concept of computer simulation games.

"I had been thinking about how to do a simulation game," he explained, "but wouldn't be just words and numbers but would work on a graphic system. And while I don't draw, use words, especially the game is dead."

He went on to say that the more experience played the game, the better they would become at mastering the rules.

"After you've played it a few times," he said, "you'll find that building a lot of things doesn't go always good. Your people still need food, housing and other necessities. And if you go out and build hospitals and schools, your people are healthy and educated but go hungry. You really have to balance a balance—which, of course, is what a real government has to do."

We wanted to know if he liked upon Utopia as simply a game of strategy or whether there was also an element of excitement in it.

"Well, there's certainly excitement," he answered, "because when a hurricane is coming toward one of your fishing boats, you have to try to get out of the way. And when you're up against someone who wants to take your fishing boats with their PT boat, you have to strategize on them. You don't just sit there and there. You have to manipulate things on the screen."

It seemed to us, however, that planning would also be an important element of the game. He agreed that planning was the key, but that you have to plan in different ways depending on the length of a particular game.

"The first few times," he explained, "you have to experiment with what will work. And then, gradually, you get a feeling for how to achieve balance. You learn where the hurricanes are so you don't build your factories there. And you learn how to use your fishing boats to catch the pirates."

Before ending the interview, we asked him if he felt the game was easy or difficult to play.

He answered that it was similar to chess in that you can play it for the first time and enjoy yourself instantly. "But if you play it for weeks," he added, "you'll keep on finding new things out."



OFFICIAL INTELLIVISION® CARRYING CASE

Now you can carry your Intellivision with you in a handsome, protective carrying case. Take advantage of this exclusive offer especially for Intellivision® Game Club members! Intellivision® Carrying Case includes Master Component, 12 game cartridges, software, instruction book and handles. Perfect for taking your Intellivision® to parties, tournaments, friends' homes—even on vacation!

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Intellivision® Master Component

12 game cartridges plus software in 10 cases

Handbook complete for your Intellivision



Carrying handle with side pockets

Easy opening flaps

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Master Component: This product is complete as sold and includes everything you'll need to play all Intellivision® games. Includes the Master Component, 12 game cartridges, software, instruction book and handles. Perfect for taking your Intellivision® to parties, tournaments, friends' homes—even on vacation! Intellivision, Inc. 0009

TRON

THE FIRST VIDEO GAME BASED ON A MOVIE

Enter a world never before seen in motion pictures... a world where energy lives and breathes, where the laws of logic are ignored, where video warriors and computer programs battle for survival in an electronic civilization.

This is the world of Tron, the unique high-tech futuristic adventure from Walt Disney Productions. Tron combines the concepts of electronic games and computer imaging to create a milestone in optical and lighting effects.



The landscapes, buildings, and vehicles in Tron—all generated by computer—provide the settings for the film's live-action characters. These characters operate in a three-dimensional electronic world that could not physically exist in real life.

The heart of this computerized universe is the game-grid, where weaponized gladiators of video games battle to overthrow the programs which control their lives. Guards in uniforms that glow like neon fuel deadly duels in a desperate life-or-death struggle.

In essence, the movie tells the story of Flynn, the young computer whiz whose video game programs are stolen by a rival executive of the empire called MCOB. Flynn tries to recover his programs, stolen in MCOB's Master Control Program, but is zapped by a laser beam and transported into the computer. There, together with his colleague Tron, Flynn fights the battle to decide the fate of the electronic world and the control of the MCOB computer system.

Tron is truly a marvel of a movie, an extraordinary mixture of computer animation and hand-painted motion picture frames. The actors were first photographed in black-and-white on-35 mm negative film. Then the frames were individually imaged and color added to the actors' costumes by highlight animation. Some MCOB frames had to be physically handled, a task involving the efforts of more than 500 technicians.

Like playing a video game, watching the movie requires quick responses, because the puzzling wonders that appear on the screen happen incredibly fast and conform to no natural laws. It can be said in both that Walt Disney Productions' Tron is the landmark movie for the television generation.



THREE NEW TRON® GAMES



TRON Deadly Discs®

In this intense and challenging one-player game, you're engaged in a life-or-death struggle against the evil Blue Warriors, insidious, computer-controlled attackers armed with deadly flying discs. They appear where other waves—and their aim is incredibly accurate. If you don't knock them out with your own destroyer disc, they'll get Tron. Your score depends on how many of Tron's attackers you "defeat." You'll need all the fast action, wit and strategy you can muster—because the faster you get, the faster the evil Blue Warriors appear.



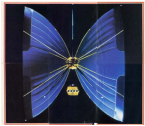
TRON Maze-A-Tron®

It's human against computer in this exciting one-player game. You're inside an electron stream of an alien computer, engaged in a deadly struggle to penetrate its inner defenses. You must disable its Central Processing unit before it sees you out and destroys you. To accomplish your mission, you must travel undetected through the complex circuitry of the very computer you're out to cripple. Make the slightest mismaneuver and the computer will search you out with deadly messenger "bits." When you can avoid a "bit," the computer probes for you with relentless determination. And the closer you get to reaching your goal and accumulating points, the more aggressive the computer becomes.



TRON Solar Sailer®

This Tron game is one of the four new intelligent challenges described elsewhere in this newsletter. It gives you all the excitement of the other two Tron games plus the added assistance of computer voices. You're riding inside a Solar Sailer along an energy beam to seek out and destroy the evil Master Control Program. You must choose your route carefully as the screen works to reveal new avenues. Once you reach the MCP, you must enter the hazardous "bit stream" and maneuver through a barrage of flying numbers to deactivate the MCP program. "Decoherence" is to latch onto you and battle tons attack as the MCP defends itself. Computer voices keep you advised of energy levels, location and life across codes, and the status of your pursuit.



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**and receive your
Intellivision cartridge**

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WOW! WHAT A DEAL!

Here's your chance to get an Intellivision or Intellivision cartridge absolutely free! Just visit your Mattel Electronics dealer, buy any combination of three Intellivision or Intellivision cartridges, and follow a few simple instructions to receive your choice of one free Intellivision or Intellivision cartridge by mail. Purchases must be made between December 26, 1982 and March 4, 1983. See your Mattel Electronics dealer now for details.

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